Liner Notes
for Gekkou no Carnevale

Please read after getting at least one ending!

There are odd references, censored sections,
excessively sketched parts, and parts so low-res
they were impossible to read or understand
Name reading is often assumed

01. Character designer / original images: Oosaki Shinya

Daily Hunt

Mouse-over text:
Oosaki here. Did you enjoy Gekkou no Carbonara?
I was happily drawing something for the liner notes when something went wild.
The feel of the world is all wrong! What're you doing! That's how my thoughts went.

Well, at times these things we call characters go beyond the predictions of the person drawing them, see~.
Like they were saying, the game's over but we's living here.
And that has been excuse I thought up for this.

As counter-example, my work PC has been called into Heaven.
On the day before going gold, right, like that was the exact day of the climax.
The guy stopped working like he was waiting for me to finish my work.
Might've been an Automata that was just that faithful to its master.
As I cried, I scolded myself for not backing up my stuff.

This has become gloomy, but, I managed to finish my work one way or another.
I give my gratitude to all the staff, who covered up for me in many ways, as well as to you customers.

Well then, farewell.

02. Scenario: Shitakura Vio

Among the absurd deluge of consumed stories, there definitely exist stories that will leave a deep mark on the heart and change one's view of the world, becoming unforgettable for the whole of one's life. They are movies and light novels and manga, and of course there's likely some among games, and no matter the genre, meeting with one such story is a happy experience, I think.

However, the existence, among the absurd deluge of consumed stories, of stories so good that will leave a definite mark on the heart and that become unforgettable for the whole of one's life means, naturally, that there's lots of forgotten stories that won't remain in one's heart, and in fact, the majority will be forgotten as soon as they are read.

It's not a problem of whether that's a good or a bad thing, there's nothing to be done about it, but even as I think that I come to reeeally wish to actually make a story that will remain in the heart for life, though I feel that too is a natural thought that nothing can be done about.

Thank you very much for playing Gekkou no Carnevale. I look forwards to another day in which we can meet.

Congratulations on finishing the game!
This is Ringo Kick, who has been in charge of 2D graphics on this occasion.
In the beginning, when we made Anna-chan's color palette, the part of her clothes was water colored *(unreadable, might be a sketch)* for example.
That [Anna's apron bird sketch] hyoko-san had to have escaped from somewhere *(unreadable, might be a sketch)* or something.
I know so many things〜!

This time, we had lots of routes *(unreadable, nebo?)*?
Do your best and aim to conquer them all pleeease!

PS: you did hear Clio-kun's voice, right?

2006.12
Ringo Kick

Congratulations on your completion!
Good day everyone, this is Tsuji Santa.
I have been in charge of 2D coloring.

Italia's nice, isn't it.
I really want to go the Park of Monsters.
There's stone statues like this everywhere, unbelievable!

Top left: On Location: Bomarzo Park of Monsters
Cave: every thought flies

Congratulations on your completion
Perla is way too cute!
Coloring her was way too fun.
I have d-, drawn *(unreadable)* her and Ametista oneeee-sama exchanging clothes.
(unreadable)

Congratulations on your completion.
Good day, I am Mimori Shinovu of the 2D CG team.
This time I've been presenting my colored images for the first time to the world.
Though caught by the hardships of Ringo's checks, I was able to somehow make it to the goal.

It's amazing how many ways the human relationships change depending on the endings, so make sure to go for full completion, all right~!

Thank you very much for purchasing.
While everyone is distracted, I'll introduce myself, I'm Mitsuya Yotsuya
The characters were sort of different this time, weren't they.
I will do my best even from here onwards, so I thank you all.

Signature: Yotsuya

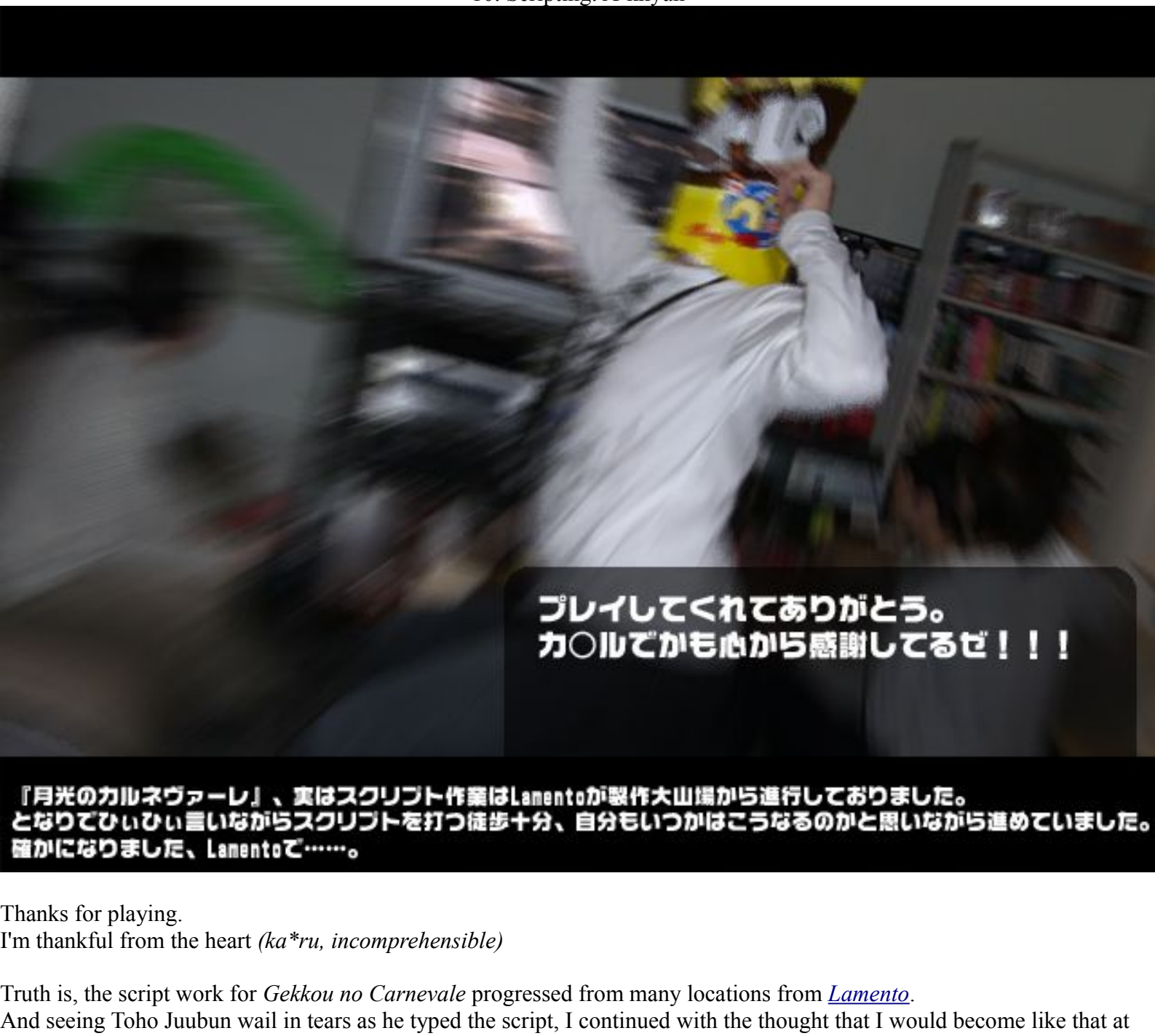
Like a Wolf
The recommended character is, "Romeo *?kurufu* because he resents Noel".

I so~ wanted to see a massacre ending where he went "Be quiet! Be silent! And then, die!!!", I believe.

09. 3D Art Direction: Nanchutei Taraku

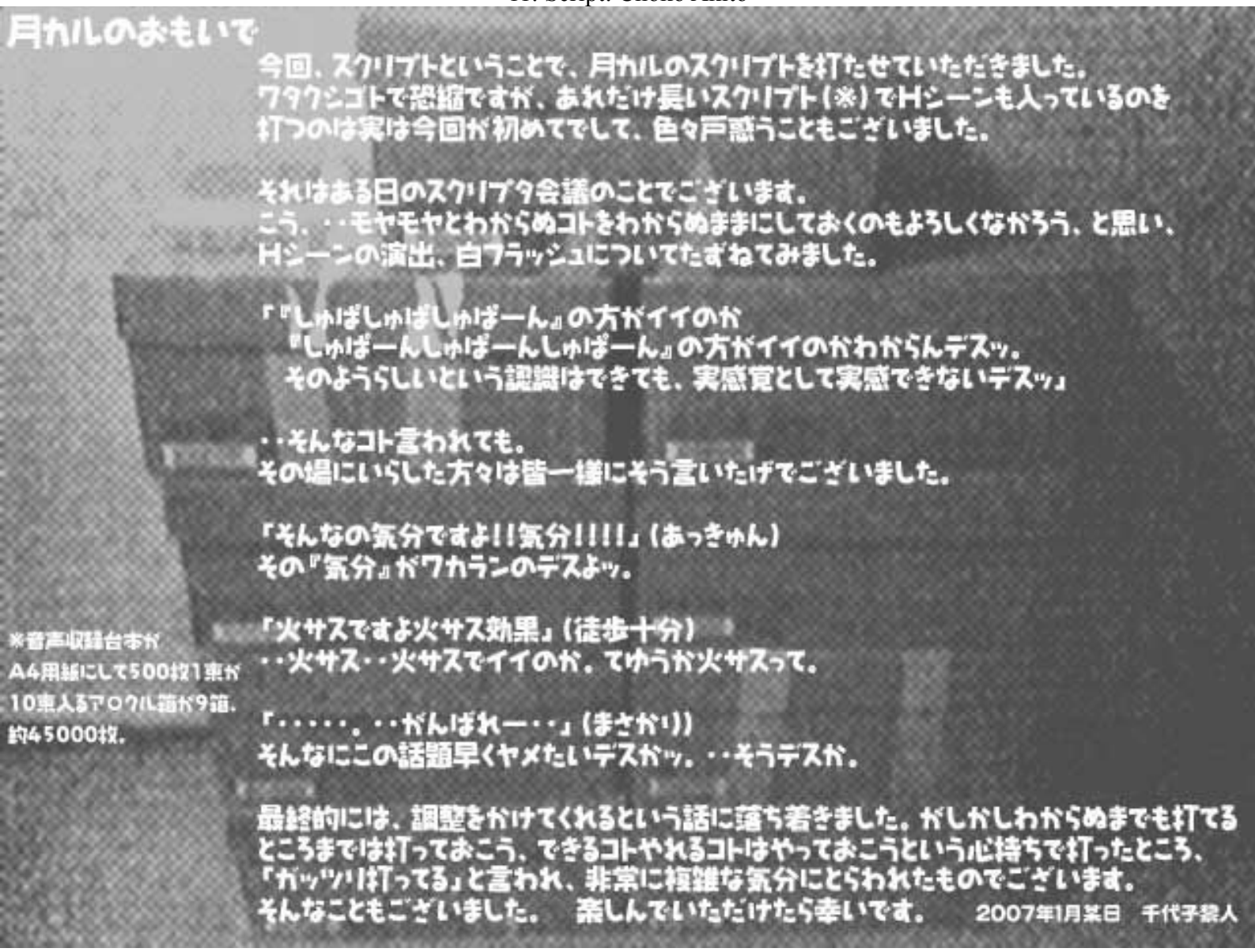
Pehara Tosou came bringing a CD.
Moving Waves by Focus.
What Pehara brings is for the most part junk, but rarely he brings things that are treasures for mankind.
I'm writing this while listening to that, now that Gekkou has gone gold.
That's right, for the opening movie we used Brothers Quay's Street of Crocodiles as subject, I'll reveal it before anyone tells. When I heard about the moonlight thing, I went, "that's just like this", and decided by myself that that was the explanation.
The stage setting is a post office in Venezia.
There's other places like that, and searching for them on a tourist map may be interesting...

10. Scripting: A-kkyun



Thanks for playing.
I'm thankful from the heart *(ka*ru, incomprehensible)*

Truth is, the script work for *Gekkou no Carnevale* progressed from many locations from *Lamento*.
And seeing Toho Juubun wail in tears as he typed the script, I continued with the thought that I would become like that at some point.
He'd been of so much help with *Lamento*...



Memories of GnC
This time I was given the task to type the script for GnC.
I feel very grateful that it was requested of me, but it was in truth the first time I've typed a script this long (*), which also included sex scenes, and I was hesitant in many ways.

This is something that happened at a scripting conference one day.
It was like that... things I didn't understand remained frustratingly ununderstood, I thought, so I tried asking about the white flashes that appear in the production of sex scenes.
"Should I use 'shupa-shupa-shupaan', is 'shupaan-shupaan-shupaan' better, I don't understand. Even if I could *?get those effects*, I just can't get a real sense of what they should feel like."

...you ask that, but...
Everyone present all as one only said that to me.
"It's all mood, that! Mood!" (A-kkyun)
I just didn't get this "mood"!
"A shining flame, that! Shining flame!" (Toho Juubun)
...shining flame... so a shining flame, huh. More like, what's this shining flame he's talking about.
"..." "...do your bessst..." (Masakari)
You wish to end this subject that fast, then. Is that it, then.

In conclusion, I fell into doing adjustments. And still not understanding I typed all I could type, like that, what I could do and what I should do I did by feeling. "Typing with all might", it was called, and I was taken by an abnormally complex mood.
That too has happened. I would be happy if you enjoyed it.
January 2007 - Choko Akito

* The voice recording book was a sheaf of 500 A4 pages, but there were 9 boxes of *?a*kuru* that fit ten sheafs.
Around 45000 sheets. *(?Unsure, the math works out to one order of magnitude less)*

- You're getting snow all over you.
- I am begging you, please die

It's sooo time to have your belly full...

Congratulations on finishing Gekkou no Carnevale
Muu

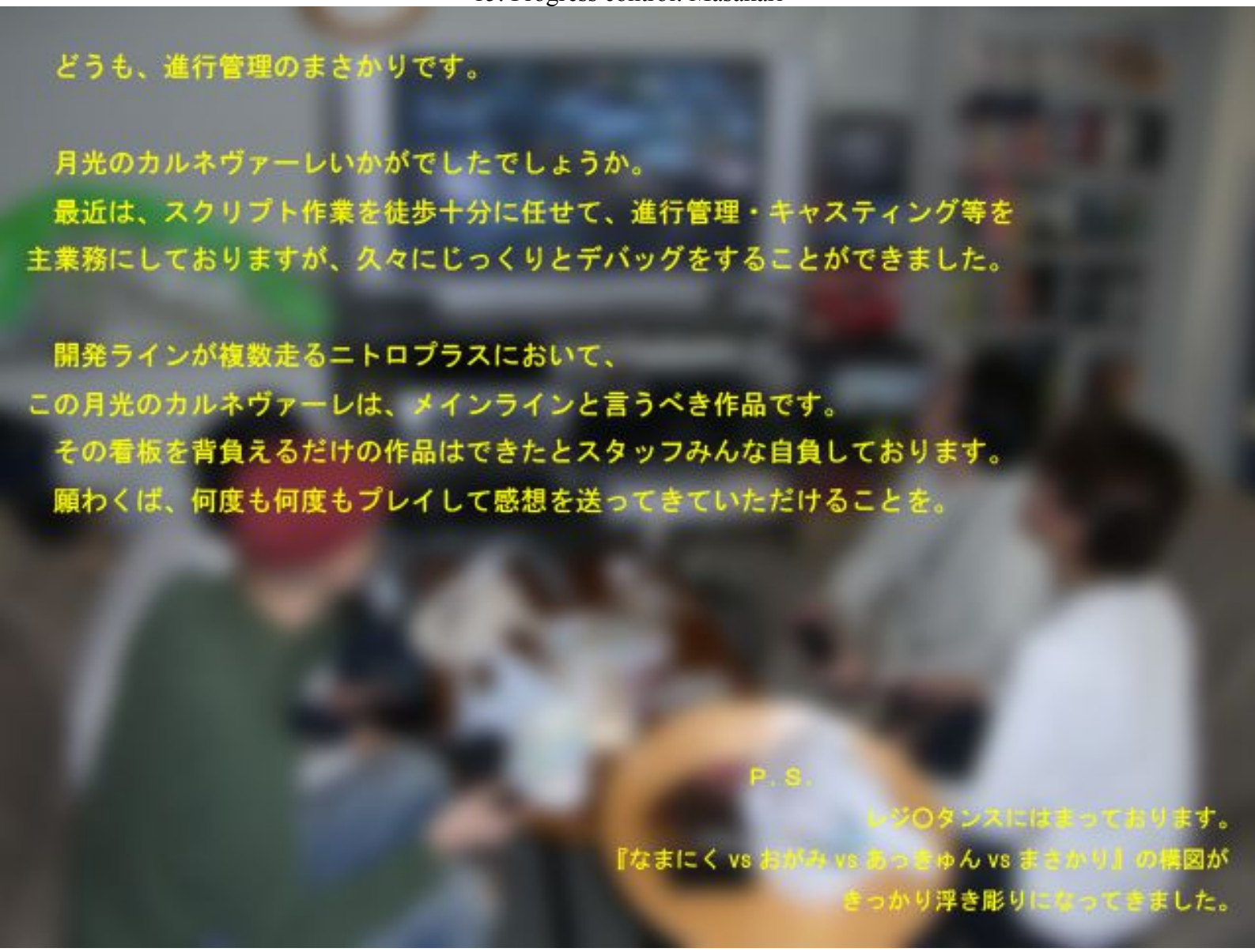
Thank you very much for purchasing Gekkou no Carnevale!
Have you all enjoyed it?

Now then, this time, the one that gave me deep memories was this person → [Noel]
When, initially, I was reading the script to set up the SFX,
I became beyond help partway through, and felt like interrupting work.
It was that scene at the stairs.
When there was no one around, I secretly did that job.

Ah, there's how nice it was how there weren't individual weapon sounds, that too.
(There's spears and hand chops and disks and fans and pocket watches... curse you, Vio)

The image is,
"That *(unreadable, tourist?)* Venezia guide who made her entry in that one estate as a collateral for her guardian's loan".
Just that one thing.

Sound Effects: Ginno Io



Hello, this is Masakari, in charge of progress control.

How has Gekkou no Carnevale found you?
Initially, I left script production to Toho Juubun and mainly did progress control, casting, etc., but for the first time in a while I've also been in charge of detailed debugging.

With Nitroplus running many complex development lines, this Gekkou no Carnevale is a product that can be called mainline.
Everyone on the staff prides themselves that this is a product that can shoulder that sort of flag.
If I may wish, it's that you play it many, many times and kindly send us your impressions.

PS:
I fit into the resi*tance.
The composition of Namaniku vs. Ogami vs. Akkyun vs. Masakari comes into relief very well.

16. Design: Yoshiyuki

Thank you for purchasing.
With this, I can live on...

Everybody, THX 4 the hard work
Small: this and this text location is (*unreadable)*

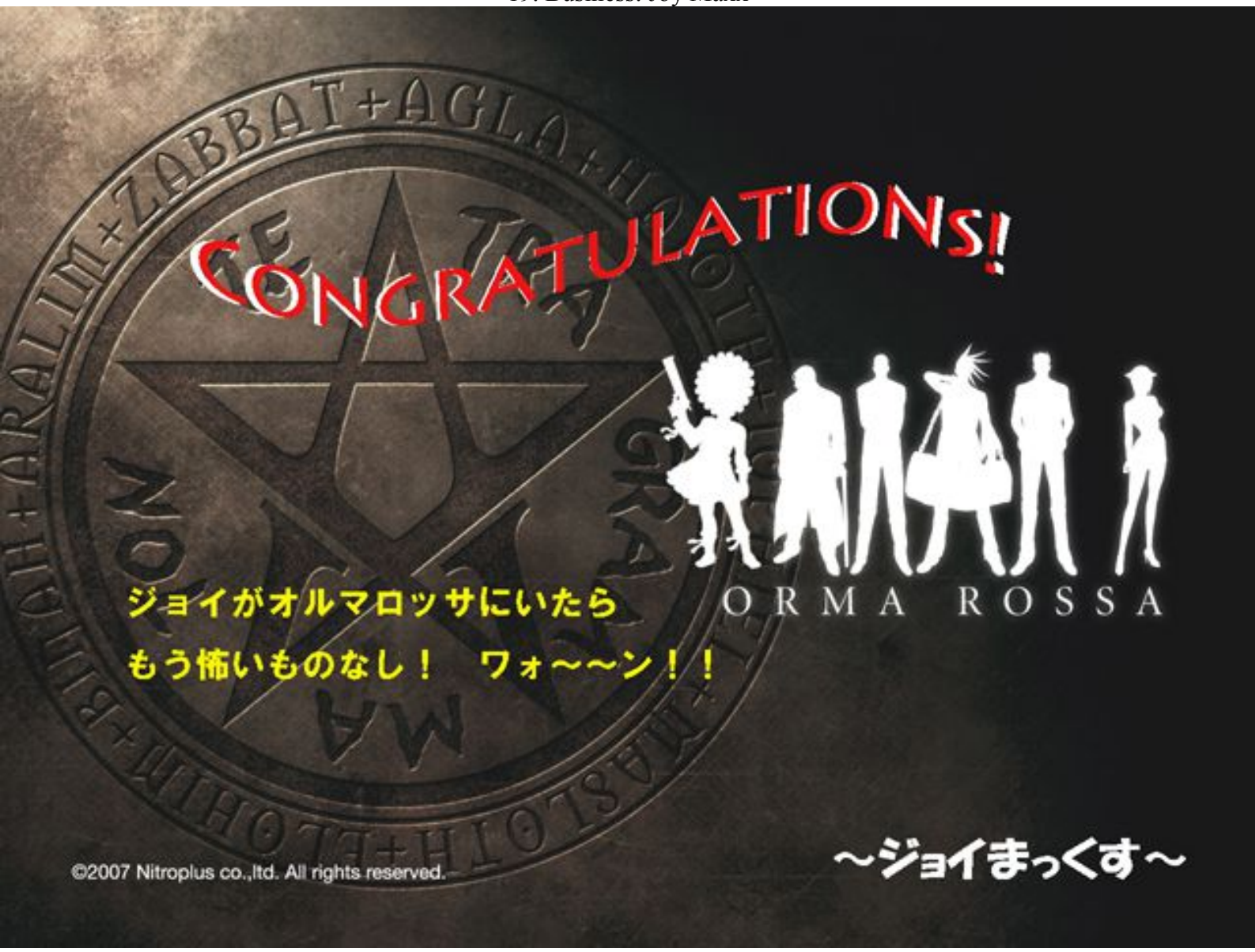
Were you satisfied well enough?
We will do our best even on our next work.
Wait for it, OK?

Speech bubble: panties should be starched, please
Paw: Clio

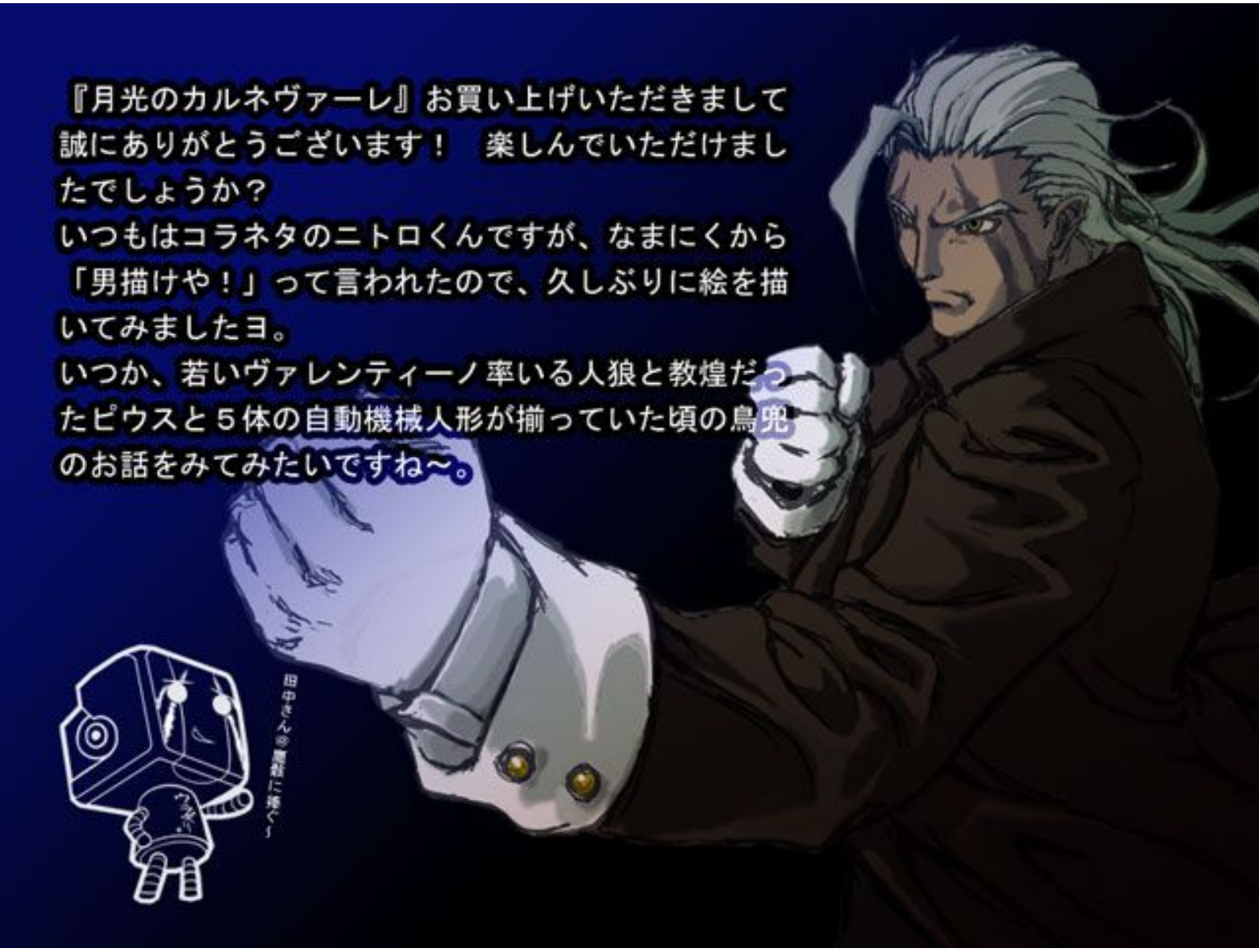
I'm tired.

18. Web: Pehara Tosou

GnC walkthrough
Ahhh I'm so tired~
-Pe



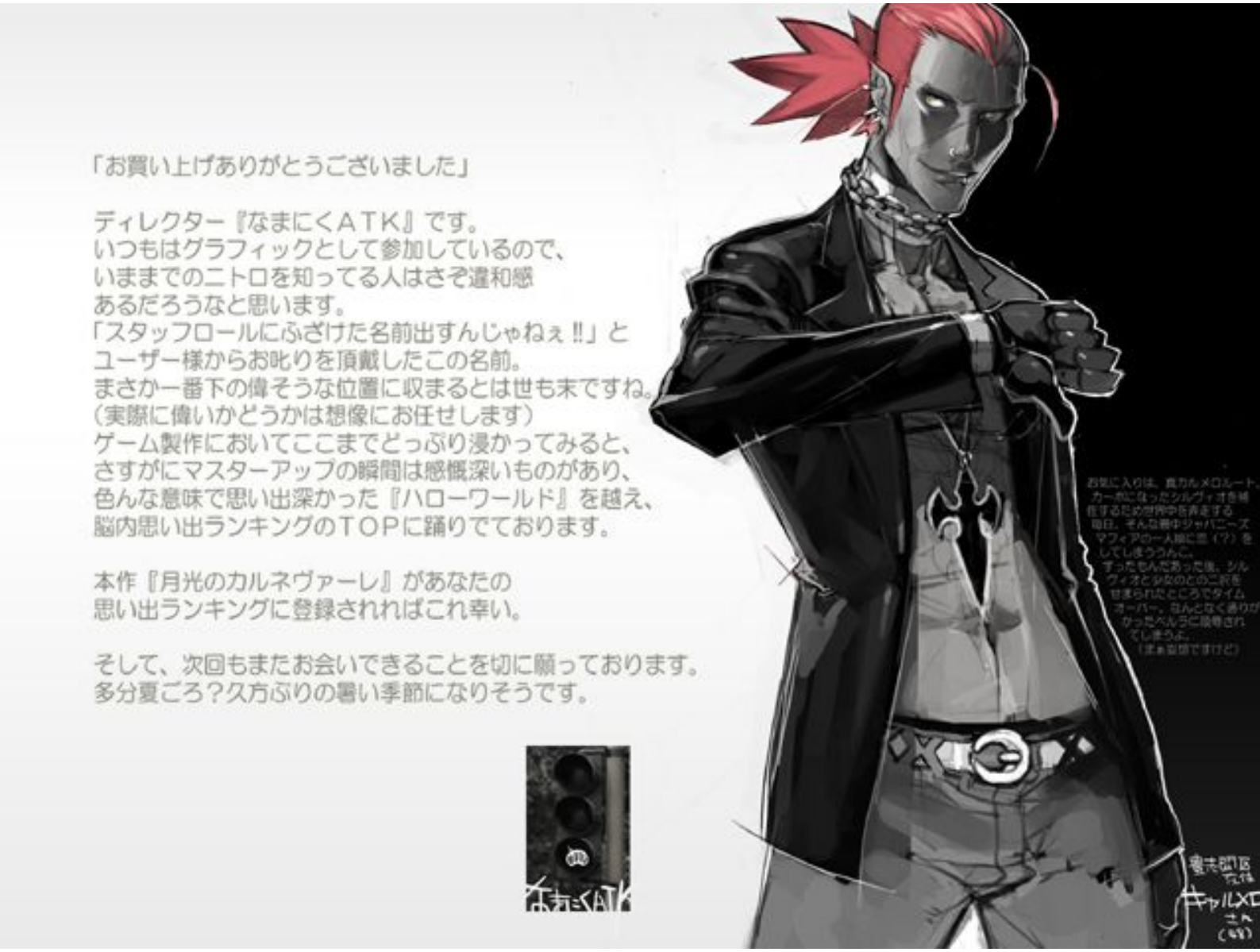
If Joy were in Orma Rossa he'd never fear anything more! Wooof!
~Joy Maxx~



My most sincere thanks for buying Gekkou no Carnevale! Did you enjoy it?
This is Nitro-kun, always *?a magnet for scolds*, "draw a guy!", Namaniku told me, and for the first time in a while I drew somethingZ.
It's something like~, a day when young Valentino spearheaded lycanthropes and Pius, ex-Shining Faith, had a Luparia with all five Automata.

Sketch: Tanaka-san *(unreadable)*

21. Director: Namaniku ATK



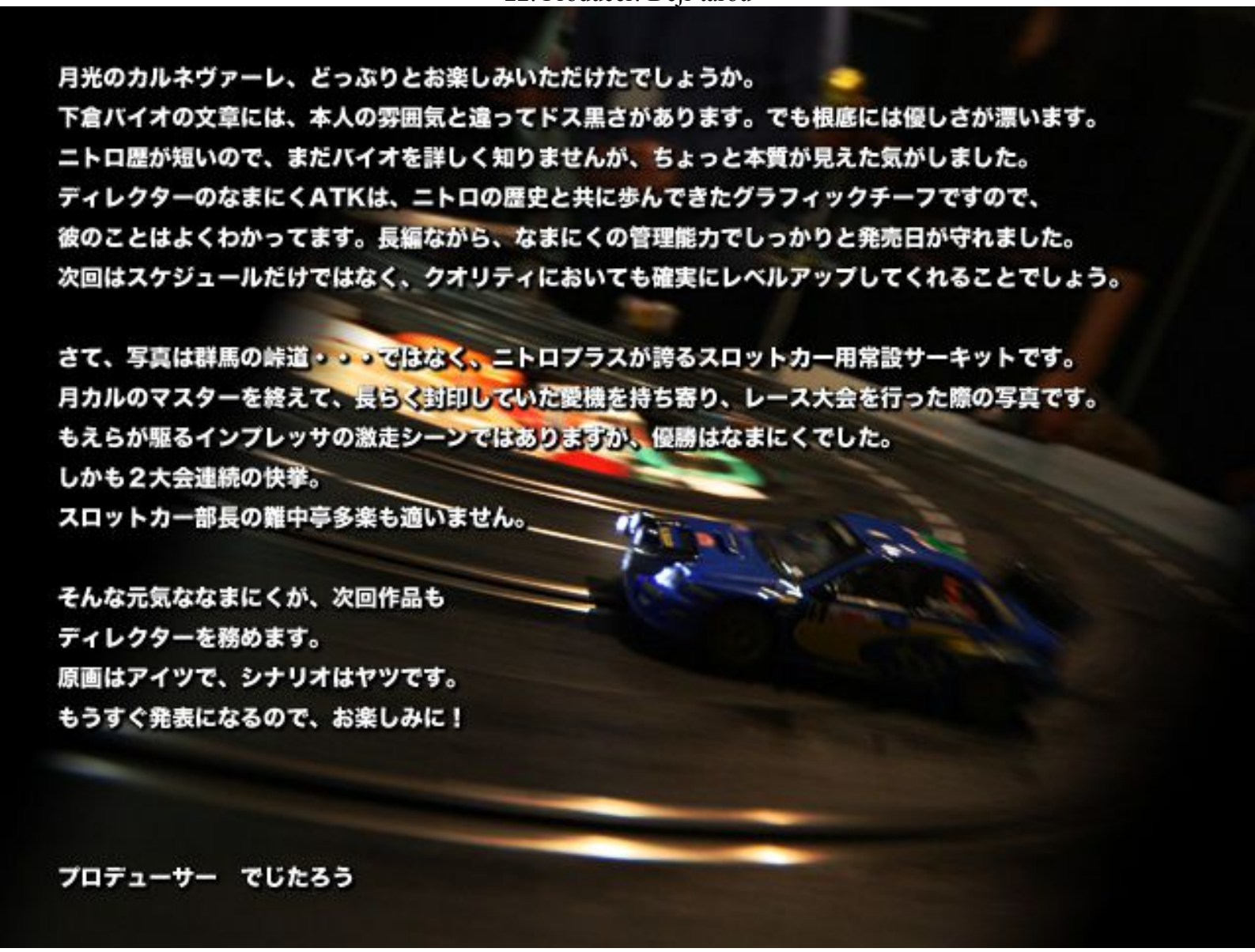
"Thank you for buying."

This is the director, Namaniku ATK.
I'm usually participating in graphics, so those who've known Nitro so far might feel something off, I believe.
"Don'tcha put joke names in the credits!", came the scolding from the users, and hence this name.
Never would I have thought I would have be placed in the second most important location, must be the end of the world.
(Whether that is actually important I leave to the imagination.)
As for the making of the game, I've been completely sunk into it so far, and of course when it was time to go gold there was much to be deeply moved by, the memories, deep in many meanings, surpassing even "Hello, world" in my mental thoughts, making this dance at the very top in ranking.

If this product, Gekkou no Carnevale, were to be recorded in your ranking of memories I would be happy just with that.

Also, I earnestly hope we will meet again next time.
Maybe towards summer? It will be a long-awaited hot season, it seems.

Right part: (largely unreadable) something about a Carmelo Route



Have you enjoyed Gekkou no Carnevale so much you were addicted?

The writing of Shitakura Vio has some darkness to it, different from how the real person feels like. But fundamental there's a fun to it.
Nitro's history is brief, so I still don't know Vio closely, but I have the feeling I've seen a bit of his real nature.
The director, Namaniku ATK, was a graphic chief whose career walks alongside the history of Nitro, and I know him very well. Though a long work, Namaniku's skills as director kept the day of release on the dot.
He didn't just keep to the then-future schedule, he leveled up the quality in tangible ways.

Now then, the photo is from a mountain pass in Gunma... no it isn't, it's from the permanent circuit for slot cars that Nitroplus vaunts.
This is a photo from when, with GnC gone gold, each brought their more precious machines and carried out race tournaments.
Better yet, we can boast of having had two tournaments in a row.
The slot car boss, *?Nenchuu Teitaraku*, is impossible to beat.

Namaniku has been doing so well that I will recommend him as director for the next product as well.
Base graphical design will be someone, scenario will be that other guy.
It will be for sale soon, so look forwards to it!

Producer Deji-tarou